

ROCK RAIDERS – the Emma Test, 2 May 1999

PC

Tutorial:

The Text moves on too fast

The text is in-consistent, with the speech.

2nd Dig tutorial – the rock raiders don't collect the dynamite.

1st building tutorial the level finished before the power station had finished being built.

2nd Build tutorial , the buildings have no power.

2nd Move tutorial – It should say CLICK HERE on the rapid rider, the player doesn't know what a rapid rider is! There was no power for the buildings. The sailor is referred to as a pilot and should be trained at the docks and not the barracks.

1st Defence tutorial – it crashed.

ICE LEVEL – the Rock monsters did not attack anything, went in circles then left the level.

Is there an objective (max crystals?)

The tool tip 'Info box' on a rock raider says-“blue torso”? this text is old.

A building should show what is required to build it, to judge what's left to complete it.

To re-enforce an eroding block we want a new icon for this – not lay path.

The gun tower still has two blocks for the base. It should just be one.

SLUGS, these should appear and slowly trundle to the buildings, easy to push away, but it makes for something else happening. Once powered up they will 'zip' away at speed.

The rock raiders seem to have no effect from small spiders, they don't slip.

We need the bird scarer icon put in with the other tools/weapons. – and active of course.

Clicking on an immovable block- should give an error in the window + text – “immovable block – it can not be dug”

The top of a block should be selectable, so you can dig when the face of the wall is away from you.

The thought bubbles. The spade is grey on grey! And the ZZZ are still not in the game!

Text should read CAVE not CAVERN – for young children.

A wall had a landslide, despite one side was immovable and the other was – re-enforced, I thought only every other block or even third block had to be re-enforced?

The entry block for a building should be obvious, a different colour- Rob suggested yellow still, Try it and we will see.

We need ADVICE and SUPPORT FEEDBACK to help and encourage the player.

For example.

“You could build to path to speed up the rock raiders.”

“a drilling vehicle would be faster digging the walls”

“Ore has been collected”

“keep it up”

“Wall dug away”

“Floor re-inforced”

The more encouragement the better” ; they don't happen every time, or they would get annoying.

The map should have an icon for the 'tab' key ; real view/ radar, and also a zoom in and out.

The text for a landslide causing a rock raider to teleport away should have the additional “Rock Raider caught in Landslide” then the “safely teleported away” This should be in text in the bottom window.

We need a warning tab for BLOCKS starting to be ERODED.

When a block has eroded to Lava then it should ‘remove’ all the Ore in the block and remove the tasks for the block. Print a message in the bottom window “Block eroded away”

The ORE seams don’t pump out enough ORE, they are meant to be significant,

Can we have an option for mini-figures as sprites, like the PSX, this would make a big speed improvement.

GFX

The map should have an icon for the ‘tab’ key ; real view/ radar, and also a zoom in and out.

The landslide tab graphic – looks like a spider – re-design.

The thought bubbles. The spade is grey on grey! And the ZZZ are still not in the game!

The crystal store on the right hand side, this should display the amount of crystals needed, we need another little graphic of outline crystal but not as defined, or the collectable crystals more defined

To re-enforce an eroding block we want a new icon for this – not lay path.

The sandwiches look grey, I know it’s the lights, that’s the technical answer, the problem still needs a solution.

The lava level, the water looks nothing resembling water, try the water from the other level, why not – its still water, even more identifiable, it doesn’t have to be different.